

BARD: COLLEGE OF SIREN SONG

A HAUNTING MELODY ECHOES OVER THE ROCKS in harmony with the crashing waves of the sea. Those who hear it can't help but sink to their knees, overwhelmed by the tragic tune. The singer's angelic face contorts into a deadly snarl as you are drawn closer by the song...

AQUATIC INCLINATIONS

Your dedicated study of the sirens is evident in your skill at water-based combat.

Weapon Proficiencies: You have proficiency with both tridents and nets, and are able to use a trident's martial property (*Topple*).

Swim Freely: You can hold your breath for an extended period of time (Proficiency Bonus + Constitution modifier = number of minutes, minimum of 1). Additionally, you gain a swim speed of 30ft, and standing in any body of water does not count as difficult terrain for you.

BEGUILING BEAUTY

When you choose this college at 3rd level, you learn how to enhance your features to appeal to others. Your ethereal beauty draws others to you, and they are more inclined to help you where possible.

You always have the **Charm Person** spell, which counts as a bard spell but does not count against the number of bard spells you know. You may cast it without a spell slot a number of times equal to your proficiency bonus per long rest.

Additionally, you may use a Bonus Action to expend a use of your Bardic Inspiration die to impose a penalty to the targets saving throw against the charm, equal to the number rolled on your Bardic Inspiration die.

THE SIREN SONG

At 6th level, you have carefully trained your vocal chords to be able to replicate the enthralling song of the sirens. As an action, you begin to sing a haunting melody that causes others to become enraptured. Choose a number of creatures equal to your Charisma modifier (minimum of 1) within a 60ft radius who can hear you, who must all make a Wisdom saving throw or fall under the spell of your song. The saving throw DC is equal to your Bard spellcasting DC. Creatures who have become enraptured by the song are considered incapacitated until the beginning of their next turn. The effects of the song end at the beginning of your next turn, if you drop to 0 hit points or otherwise lose the ability to sing.

HAUNTING MELODY

At 14th level, your siren song grows in power. The song now lasts for a number of rounds equal to your Charisma modifier.

BEHOLD THE VISAGE

You have learned to use your magic to subtly shift your features to replicate the beauty and terror of the siren. When a creature succeeds their saving throw against the Siren Song, you can force them to make an additional Wisdom saving throw as they see through the beautiful features into the terrifying nature of the creature lurking beneath. The Wisdom saving throw has the same DC as your Siren Song feature. On a fail, they become frightened of you for 1 minute, or until they succeed the Wisdom saving throw. The creature may re-attempt the saving throw at the end of each of their turns.



WATERY LUNGS

Additionally at 14th level, through the combination of aquatic training and magical transformation, you have learned how to extract oxygen from water. You are no longer required to hold your breath while underwater, and can remain submerged indefinitely. You can also speak and sing underwater, projecting your voice to travel across currents. This allows use of the Siren Song feature while underwater.

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